SCREAM AND RUN AWAY The Gothic Archies

Intro: Am G Dm E7

[Am]The Count has an eye on his [G] ankle,

And [Dm] lives in a horrible [E7] place.

He [Am] wants all your money, he's [G] never at all funny.

He [Dm] wants to remove your [E7] face.

And [C] you might be thinking what a [G] romp this is,

But [C] wait till you meet his ac [G] complices.

When [Am] you see Count Olaf, you're [G] suddenly full of

[Dm] Disgust and despair and dis [E7] may.

In the [Am] halls of the soul of Count [G] Olaf there's no love

When [Dm] (hold) you see Count Olaf, count to [E7] zero...(pause)

Then [Am] scream and [G] run away.

[Am] Scream, [G] scream, [Dm] scream, then [E7] run [Am] away.

[Am] Run, run, run, run, run, [G] run,

Or [Dm] die, die, die, die, die, die, [E7] die.

[Am] Run, run, run, run, run, run, run, [G] run,

Two [Am] women with powdered-white [G] faces.

And [Dm] one long nosed bald man with [E7] warts.

Things [Am] worsen and worsen, there's a hook-handed [G] person

And [Dm] others with nastier [E7] parts.

This [C] evil and unpleasant [G] group

[C] Complete's Count Olaf's acting [G] troupe

The [Am] goal of Count Olaf is [G] getting control of

The [Dm] fortunes of urchins and [E7] orphans hooray!

I mean [Am] horrors! Count Olaf is [G] no laughing matter.

When [Dm] (hold) you see Count Olaf, count to [E7] zero...(pause)

Then [Am] scream and [G] run away.

[Am] Scream, [G] scream, [Dm] scream, then [E7] run [Am] away.

[Am] Run, run, run, run, run, [G] run,

Or [Dm] die, die, die, die, die, die, die, die.

[Am] Run, run, run, run, run, run, [G] run,











